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MCCC INC NEWS

THE MONTHLY NEWSLETTER FROM THE FAMILY COMPUTER CLUB

Melbourne Commodore Computer Club Inc.

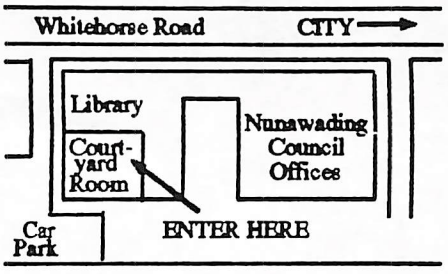
FEBRUARY 1995

VIC 20 C16 PLUS 4 C64 C128 AMIGA

Melbourne Commodore Computer Club Inc.

Postal Address:
P.O. Box 177,
Box Hill,Vic. 3128.

Club meetings are held on the second Wednesday of each month at the Nunawading Civic Centre in the Courtyard Room.



Meetings begin at 7.30 p.m. Please make an effort to arrive on time so the meeting can begin with no delays.

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All opinions expressed are those of the authors of individual articles and not necessarily those of the MCCC Inc.

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Articles for the newsletter may be hardcopy (handwritten is equally acceptable), C64 or Amiga disk. All club members are invited to submit articles.

Secretary:
Robert Morrow
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Templestowe, Vic. 3106.

DEADLINE FOR NEXT ISSUE
24th February, 1994.

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MEMBERSHIP FEES - Visitors Welcome
$35 per year Family Membership
$3 VISITOR (family - includes FREE Newsletter)

BENEFITS OF MEMBERSHIP
* Monthly newsletter mailed to all members.
* Pedlar's trading table selling recycled computer wares and blank 3 1/2" and 5 1/4" disks at competitive prices.
* Magazine Library - Magazines are available for members to borrow.
* Access to the club's extensive C64 & Amiga PD libraries - club disks available at meetings for only $2 each.
* Help is available to assist in solving problems.
* Computers for members' use.
* Monthly demonstrations

FEBRUARY MEETING
C64 - Club Disk will be demonstrated
C64 - A talk on GeoFax by Paul Price
Amiga (but relevant to all computers) - Dorothy will discuss the finer points of word processing.
C64 Corner - Elaine will continue her excellent series on learning BASIC.

COMMITTEE FOR 1994/95 CLUB YEAR

PRESIDENT	Bernie O'Shea
SECRETARY	Bob Morrow
SECRETARY'S ASSISTANT	Jim Davies
TREASURER	George Flanagan
EDITOR	Dorothy Millard
C64/128 LIBRARIAN	ShirleyYoung
AMIGA LIBRARIANS	Brett Eden & Darryl Hunter
PEDLAR/DISK SALES	
MAGAZINE LIBRARIAN	Grant Davies
PUBLICITY	Brett Eden
COMMITTEE MEMBER	Rob Jackson
COMMITTEE MEMBER	Leoni Parsons

Editorial

I hope you like the cover on this our first edition for 1995, which I found amongst my graphics files and photocopied to increase the size to fit.

In this month's newsletter you will find nomination forms for the committee to be elected in March of this year. All positions become vacant and it would be good to see some new blood on the committee. I have been Editor of the newsletter for a number of years (four in fact) now and would like to see someone else take over to give me a break. Give it some consideration, I am not going anywhere and plenty of help is available should you need it. I will be happy to show anyone interested what is involved and how I go about it. Talk to Dorothy if you would like to know more. Even if you're not interested in taking on the job of Editor, perhaps the position of Magazine Librarian or Disk Librarian appeals to you, or even President, Secretary or Treasurer. Give it a go, fill out the form and give it to any committee member.

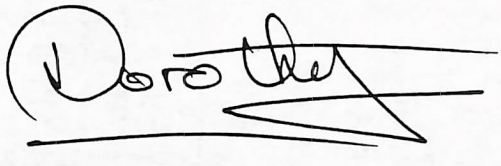
Note that at present I am unable to print using the C64, as I am having trouble with the interface. I think one of the leads is broken, but of course with moulded plugs etc., it isn't as simple to fix as it at first appears. So far we have cut off one moulded plug and replaced it, but now it appears there may be a break in the other end of the lead. With so many places where the break could be it has been a difficult job to track it down. For a long time I have come to the conclusion that the system whereby the power is taken from the cassette port, is poor design and many a time it has had to be resoldered. Anyway what all this is leading up to is that for the time being I am unable to accept any C64 contributions for the newsletter on disk. The alternatives are hard copy or, if you have one, material can be transferred by modem.

At the next meeting Paul Price is going to give a talk on GeoFax (see article), followed by a demonstration of Word Processing by myself on the Amiga, but this is relevant to most computers. After the main demonstrations Elaine will continue her excellent series on learning BASIC, in a tutorial corner, for those who are interested.

On reading the latest edition of Commodore Network, I notice that it will now be going to North America and that they are shortly hoping to make it available in England and Europe. Remember this excellent magazine for users of the Commodore range of 8 bit computers is available at club meetings.

It is wonderful to have so many contributions for the newsletter, the only problem being that they are all for the C64! I did plan to write something on word processors, but find I have run out of time after putting the newsletter together and writing this Editorial! Therefore, there is no article for Amiga users this month, but it will be rectified by Amiga users submitting something for me to print next time.

Until next month.....



WON THE RAFFLE YET? You have to be in it to win it. Tickets available at the membership table. 20c each or 6 for $1

A Chat with the President

Well - back in harness again after a very pleasant break. I enjoyed the December meeting with the barbeque beforehand, and probably more so because I didn't have to actually demonstrate anything at the meeting. Listening to other people who know more than me about computers is one of the joys of coming to a MCCC meeting! And I prefer to be able to talk to members over coffee than up the front of the room, wondering if I'm boring you stupid with one of my rambling talks.

I'm pretty sure that there are some other members who could show us how they use their computers, and keep me from dragging out "Write Stuff" or "Fun Graphics Machine" again. It doesn't take much to demonstrate a piece of software or hardware that you use regularly. Maybe you could team up with a friend and share the limelight one night. Let me know if you haven't yet shown us what you can do, and would be prepared to give it a go. The committee would give you all the help you need.

Hope you had a good Christmas and holiday season. For part of the time, I visited my family in Sydney, and my (grown-up) children had fun with unfamiliar games on my brother's I*M system. I didn't get the chance to play games (mainly because I couldn't get a seat in front of the *?/# computer!) but I did get to play around with a word processor on my mother's older computer. She was not much help with teaching me the ways of Windows, but I found that my experience with GEOS and the AMIGA workbench let me get around the very basic functions that I needed.

The main thrill of this episode was the printing of the document, because my mother had lashed out and purchased the latest Canon BJC-4000 printer - very nice! I printed out several versions of my letter, using different fonts and layouts, and I was impressed with the quality. As the printer was a colour ink-jet, I then had to draw a picture with the small paint program that comes with Windows (my artwork is about Grade 2 standard!) to see how the colour printing worked. Yes, it came out looking just like the screen - about Grade 2 standard - but the colours were magnificent. I can recommend the BJC-4000. Getting it to work with a C64 should be a cinch. (Buy me one and I'll show you).

Anyway, back to the club. I missed the January meeting, which I believe was very casual. The committee met the week after, and amongst other things, we decided that, even though the cost of our meeting room is increasing this year, the club subscriptions should not increase. (Once again we have shown the banks how not to put up charges!) And once again our incentive to rejoin for another year is the offer of $5.00 discount if you pay before the end of the club year. That is $30.00 instead of $35.00 if received by 28th. February. We think that is a real bargain for a monthly posted newsletter, and good company each month in an air conditioned room, so go straight to your chequebook or bank and have your renewal form filled out ready for Bob Morrow at the February meeting. If you can't make it to the meeting, you still have a few days to make the deadline by post.

Lastly, I would like to remind you that the present committee lasts only until the March AGM. All positions on it are then thrown open to volunteers. A couple of members of the committee have indicated they cannot continue, and a couple of others would like a change of job, so if you feel you might like to get involved in this way, you could more or less have first pick of the positions. The tasks are not really difficult, and help is available, but we DO need people who can give us new ideas to make the club more enjoyable and useful. I would like to see more Amiga owners taking an active part in running the club, because the present committee is quite unbalanced in favour of the C64. After all, we are a "self help" group, and unless there is Amiga input to the committee, there won't be much Amiga support coming out.

Thanks for listening. This was an unpaid political announcement in favour of more member involvement in the MCCC. Authorised by Bernie for the 1995 AGM season.

See you later.

C=64 ADVENTURES ON-LINE

by Paul Price

My friend, also named Paul (just to confuse things), telephoned me with an offer too good to refuse. Another mutual friend had a couple of modems her company didn't need anymore and did we want them, sort of a permanent loan. A quick "yes please" and I had taken my first steps into the world of computer telecommunicating! And now I'm describing my adventures in getting on-line which commenced about September of 1994.

The first step was how to connect the modem

The first step was how to connect the modem, a Netcomm 1234SA SmartModem, to the C=64. There were two options - a Swiftlink [a gizmo made by the US co, CMD (Creative Micro Designs) which plugs into the cartridge expansion port, comes with software for high speed data transfer, and costs $100+], or an RS232 interface or modem coupler (which I could attempt to make myself from parts or a kit, plugs into the user port, and will permit communication up to the 2400 baud transmission speed of the 1234SA).

My friend had a catalogue from Rod Irving Electronics listing an RS232 interface kit for the C=64 (part no K10330, $24.95 plus packing & postage). A ** KIT ** seemed the smart way to go. It would have all the bits and pieces, foolproof instructions that even I could follow, and wasn't too expensive. It also has its own power supply (two 9 volt batteries) for compatibility with other RS232 peripherals (RS232 is the computer industry standard for serial information exchange by microcomputers). And the user port on my C=64 was vacant, whereas the cartridge port was already home to my geoRam, which I didn't want to continually unplug.

I telephoned Rod Irving's mail order section, placed an order, gave them my credit card number, and they promised to mail it the next day. Problem one: a couple of days later I got a phone call from Rod Irvings. Their kit didn't include the edge connector for the C=64 user port, but they were available ex stock for an extra $4.95 (part no P10973) - did I want one? I ordered two (with the idea of maybe later making up a geoCable - for when I get a 24 pin printer - maybe next Christmas?)

About a week later the goodies arrived in a Postpak

When all the goodies arrived in a Postpak (within about a week) I phoned my friend to arrange to get the modem. He said to bring the kit, my 64 and disk drive with me, and we'd see if we could put it all together. At Paul's place we unpacked everything and checked all the components: a couple of microchips, a capacitor, some battery connectors, the edge connector to plug into the 64, a DB-25 socket to connect to the modem, an on-off switch (to save the batteries), and a PCB (printed circuit board) to mount it all on.

Problem two: the edge connector was for cable connection instead of PCB mounting as described in the assembly instructions, likewise the toggle switch.

Luckily Paul is an Electronics Engineer

Paul, who luckily happens to be an Electronics Engineer, said he had some suitable pins and would make up some links to overcome the problems, but I better leave everything with him for a couple of days. He had to make up 30 tiny wire pins plus solder about 117 connections (a few hours work for him - probably a nervous breakdown for me) and when he had finished he phoned me to come and test it.

We hooked it all together (wouldn't you know it - both the modem and the interface had DB-25 SOCKETS - fortunately Paul is well supplied and had a gender changer on hand), I had some Public Domain terminal software which we loaded up and testing began.

Where is the escape key on a C64?

Problem three: we couldn't communicate to the modem any faster than 300 baud! That's not much faster than I can type - well - maybe a bit faster. And when we dialled up a BBS (Bulletin Board Service), we were requested to press the <Escape> key to enter the BBS. I don't know whether you've noticed, but the old brown 64 doesn't have an <Escape> key!

This stage was where my contacts made through the club came in handy.

This stage was where my contacts made through the club started to come in handy. A call to Alan Share, a Co-Sysop at the Talisman BBS, and I learned the C=64 <Escape> key was the top left key, just like on my PC clone at work (makes sense when you know!) And that night when I arrived home there in the letter box was a very professionally labelled disk, very kindly delivered by Alan, with real communications terminal software - Novaterm. I have used Novaterm (a shareware program) ever since.

It has a great range of "bells and whistles", auto dialling, phone book storage, user definable F-keys, choice of file transfer protocols, ASCII or ANSI terminal emulation, file buffer (don't you start to pick up the jargon!!), 40 or 80 column display (80 is a bit hard to read on a 14" TV, but can be useful at times for displaying things like BBS menus,

which can end up like a dog's breakfast in 40 columns!), full range of DOS commands for file/disk management, a simple text editor etc etc. Enough to keep the dedicated "fiddler" entertained for a good while!

Excellent docs on the disk flip side explain all the basic and advanced features of the program. So I was up, up and away, and connected to Talisman and GeoZ BBS's at 2400 baud, communicating with the outside world via my humble C=64.

In no time I was through their new user registration processes

In no time I was through their new user registration processes (a few simple questions: name, address, telephone number, computer type etc) and granted visitor access to their file and message areas for the allotted time each day, for the cost of a local phone call.

Since then I have discovered how to download/upload files and messages to/from my 64. I can also select mail message areas that interest me (eg CBM Geos, 64 Talk, AFL Footy, Australian Conservation, Photography, Startrek, Cooking, Travel, Penpals, Trading Posts etc etc.) and request the BBS to pack "mail packets" for me to download and read later "off-line". The BBS's have software programs (eg QWKie for the C=64) you may download to unpack and read your mail, as well as type your replies to upload when you next "log on".

Many of the message areas are international

Many of these message areas are international, so you can read messages from people in the US, Canada and elsewhere within just a few days of posting on their local BBS.Talisman on (03) 761-1037 & (059) 444-061, and GeoZ at (03) 803-6498 BBS's encourage users to subscribe, and have very reasonable subscription fees, $10 & $20 respectively for twelve months access for C64/128 users. At the time of writing, Talisman had suffered a major "crash", and was in the process of reconstructing its service - should be back in business by the time you read this.

So, if you need to rekindle your interest in your C=64/128 (or Amiga, Atari, PC or Macintosh for that matter), and learn about the information super highway, a cheap second-hand modem will get you there without breaking the bank (so long as you stick to phoning up local BBS's!!)

GLOSSARY

BAUD RATE: Speed of data transfer, the higher the number the faster it goes.
GEORAM: Extra memory that speeds up Geos by acting as a fast disk drive.
MODEM: Device for connecting computers over the telephone.

POSTSCRIPT:

An alternative to the RS232 Interface kit available from Rod Irving Electronics was published in "Commodore Network" August 1994 and also in "Australian Electronics Monthly" August 1986 (copies of both are available through MCCC). This simple modem coupler doesn't require a power supply, and should be even cheaper than the kit I used.

PPS:

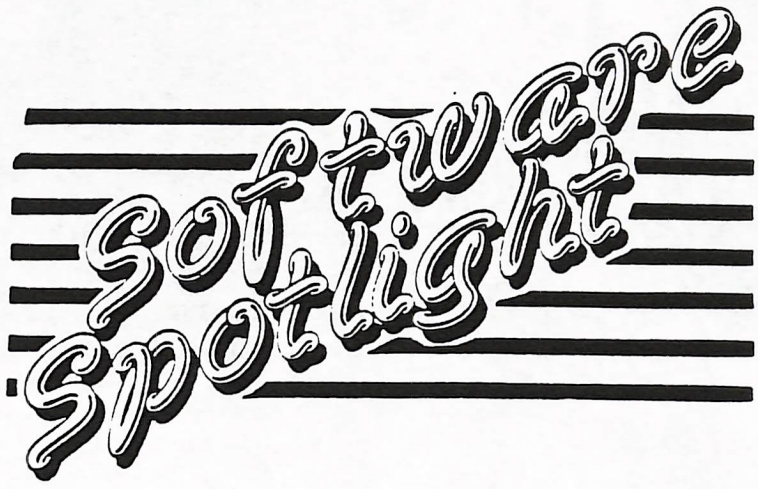
This article was created on my C=64 using geoWrite V2.0, converted to an ASCII text file and uploaded over the telephone to Dorothy's Amiga. Dorothy imported the text file into her DTP (Desk Top Publisher) and took care of editing, layout, font selection etc. for inclusion in the magazine.

FROM THE CLUB SHOP (alias Pedlar)

BLANK DISKS

5¼"_____ $6 for 10
3½" Double Density_____ $9 for 10
3½" High Density_____ $9 for 10

Please help by bringing the right money if possible



C64 February Club Disk
A Review by Dorothy Millard

RAINBOW MAKER/FTL DEMOS - Music and graphics animated demos.

DISK MANIPULATOR 64 - I couldn't find any instructions for the use of this program and ran out of time to experiment in order to find out exactly what it does. The program appears to read in blocks from the disk, so I assume this is what you manipulate. I have been advised by the librarian that two versions of DM64 have been included. DM64.WOW is compiled for speed. The BASIC version (DM64) is included to encourage the user to examine and alter the program to suit individual needs and also to act as a learning exercise.

C SLIDE (DDL/KOA) - This is a slide show view program. Pictures on the disk include SUPERBOY, ALIEN and CLONE WAR.

E-Z SEQ READ - A basic sequential file reader.

OVERDRIVE - This creates, in the words of the author, "Fake Basic." Get revenge on your friends and fool them into thinking the computer is ALIVE, they BROKE IT, they triggered your fancy SECURITY system and many other interesting and unique modes such as:

INSULTING	DESTRUCTION
UNRESPONSIVE	WAKE UP
128 LOOK ALIKE	INTRUDER ALERT
FLATTERING	TWILIGHT ZONE
BYTE THIEF	MALFUNCTION
MESSENGER	SELF CONTROL
NORAD	FRUSTRATING
SCREEN QUAKE	

The program is menu driven and easy to use. I first saw this program several years ago and at that time I really thought it was wonderful - in fact it still is. A lot of fun.

DUOTRIS - This is a Tetris clone which allows for one or two players, hence the name. I found I was soon turning down the music as it was somewhat monotonous, but the game isn't bad.

COMPUTER CARTOON - It's not often I'm lost for words, but I really don't know what to say about this one. Oh well, as it the title implies, it's a cartoon - one of those corny ones that make you groan.

C64 December Club Disk
A Review by Dorothy Millard (Continued.....)

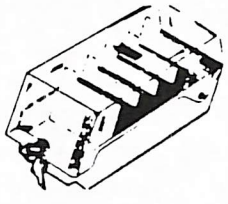
LUCKY LUKE/SNOOPY - I was unable to check these programs as I am unable to use a printer with the C64 at the moment, but maybe I was lucky, as I suspect I would only have wasted paper. In order to look at the programs I listed them and deleted line 9 (Lucky Luke) and line 120 (Snoopy) which open a channel to the printer. I discovered a lot of print statements made up mainly of x's. Digging into the recesses of my mind, I recall that these programs just print a rather bad picture on the printer.

CLIFFY - This is a simply cliff hanger game which reminded me of "The Price is Right" on TV. Actually it isn't a bad game. I would describe it as educational (but don't tell the kids), suitable for primary aged children. The object of the game is to correctly answer maths problems and advance your man up the cliff and over the edge when you will get the response "You know I really hatethis job!"

Availability
The above disk is available at the club meeting from the C64 Librarian for only $2.

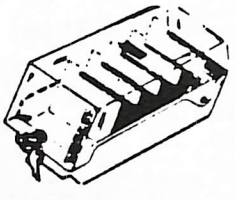
Catalogue Disk
A double sided catalogue disk of the club's C64 public domain software is now available at each meeting from the Librarian. ONLY $2 each.

Back Issues
Back issues of all MCCC monthly disks are available from the Librarian, however these may need to be ordered.



AMIGA™

P.D. Library



The club has access to CD's containing Fred Fish disks, Music Modules for Soundtracker, Workbench Utilities, Scope PD disks, JAM (Just Amiga) disks, 17-BIT and MUCH, MUCH more. Whatever you're looking for, talk to our Librarians, Brett Eden or Darryl Hunter, who will be happy to help you.

FOR SALE

Amiga 2000D with 3 MG RAM
52 MG Hard Disk
1084S Monitor, Mouse, Joystick and
Action Replay Mk.3 Cartridge
$850 Negotiable

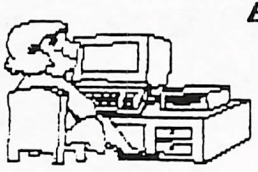
RING GRANT on (03)801 3841

FOR SALE

Commodore MPS 1230 Printer

$120 Negotiable

RING GRANT on (03)801 3841



EXPOSING BASIC IN A C64

PART 2

By Elaine Foster

I hope that you actually tried the various bits of my previous article on your own computer, to see how easy it is to make your own programmes -- or rather to learn the simple language which will allow you to do it. To make it more interesting I proposed a simple graphic programme. How many of you typed it in complete with a few mistakes I made? Could you figure out what was wrong from the very simple rules of computer Basic? If you haven't done that yet, do it now. Sooner or later you are going to make a mistake, and if you know the teeniest bit about Basic you'll be able to figure it out. Leave out a semicolon, put one in, leave out a quote mark, put an extra one in. See if you can find out when you can leave out a quote mark and get exactly the same results. Try SPRINTing instead of PRINTing, watch the electronic outrage!

1. POKEs, PEEKs and SYS

In Section 7 of Part 1 of this series I introduced you to POKEs. As I have mentioned all the memory places in the C64 are like pigeonholes at a Post Office, and so each one is called an address. In the C64 there are, reasonably 64,000 addresses. Quite a large number of these is reserved for making the beast work, eg interpreting your Basic commands, so they are normally not available for you to play with. There are areas which you can play with and these are very useful: They are addresses 251-254, 671-672, 679-767, 820-1023 (if you don't use Tape) and 49152 to 53247. This may not mean much to you right now, but when eventually you get around to making your own machine code programmes you will find these very useful. What, machine code, and you don't even know Basic yet? Yup, it is only a bit more complicated than Basic, and a lot of fun (and much quicker). But not yet...

What can you do with POKES? First off, you can put anything you like into one of the computer's addresses; this gives you enormous power to change things, although if you do the wrong thing you may get into trouble. But never mind, there is no trouble that can't be fixed by a Reset Button (see my article "Explosing Elaine") or at worst, turning the machine off and on.

A. COLOURS

What about PEEKs? That is simply peeking into what is inside an address box. For instance, enter now:

```
PRINTPEEK(53280):PRINTPEEK(53281)
```

This will give you the numbers which correspond to the border and background colours on your monitor screen: See the Manual p. 65 for a list of those numbers, and a cute programme to display various border and background colour combinations. If your kernal is unconverted or you are not using a suitable cartridge the 'natural' colours Commodore use are appalling. If you want to change these, eg to a completely white background with blue lettering, enter

```
POKE53280,1:POKE53281,1:POKE646,6
```

What is that last one? Merely the address that controls cursor colour. Instead of POKE646,6 you could have used CTRL7; the numbers above the various colours on the first row of your keyboard are one more than the POKE646 number.

In fact, if you have an unaltered C64 and no cartridge, simply save the following programme:

```
10 A=53280:POKEA,1:POKEA+1,1:POKE646,6
```

(where I am saving some typing by using A to stand for 53280) and load and run it every time you turn on the computer to do some programming. If you don't like those colours, choose your own. For my word processor I prefer a brown border and background (9) with yellow letters (7); it is easier on the eyes. To get a typical green on black computer look, use the numbers for green (5) on black (0). Of course if the cursor colour is the same as the background it will disappear. No panic, just push CTRL and some suitable colour to recover your cursor.

B. OTHER USEFUL POKES:

Before you make these changes, PEEK the relevant address first (as above) to see what the normal number is.

POKE49,PEEK(47):POKE50:PEEK(43) [to redimension an array, normally not permitted; this will mean more when we come to DIM]

POKE58,0 [to make an INPUT statement work when not in a programme, normally not permitted; this will mean more when we come to INPUT, below]

POKE157,0 [will suppress basic "Error Messages", which can be useful occasionally. POKE157,64 turns them on again]

POKE214,Y:PRINT [moves the cursor to screen row Y]

POKE211,X [moves the cursor to screen column X][These are very useful in a programme to start a screen print or display at a different place without using a lot of cursor movements]

POKE650,128 [makes any key repeat if you hold it down. Very useful]

POKE631,65:POKE198,1 [prints A. Addresses 631-640 contain what you type in from the keyboard,and 198 contains the number of characters. This was used in my "Replacing READY." article]

POKE775,200 [prevents anyone from listing your programme after it has run; if you install an auto-run facility this makes your programme unlistable (unless they know that POKE775,167 will restore the list). See also POKE808,225]

POKE774,0 [lists only line numbers. Restore with POKE774,26]

POKE808,225 [disables the RUN/STOP key so that you can't stop a basic programme; good for secrecy. Restore by POKE808,237]

POKE816,32 [enables the RUN key automatically to run programmes in memory]

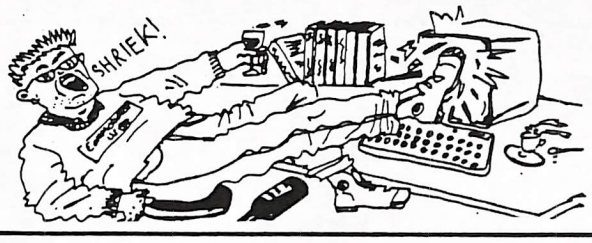
POKE56341,35 [makes the cursor blink faster, move around the screen more promptly. To revert to original, POKE56341,64]

POKE53265,11 [blanks the screen! if you do this, then enter (by faith):]

POKE53265,155 [unblanks the screen; there are reasons for this, eg a programme will load faster if the screen is blanked. Or amaze your friends]

There are lots more, but that's enough for now. For a bit of fun try POKE53265,65. When you get tired of that, press RUN/STOP and RESTORE.

Number two in the "Exposing Basic in a C64" series Part 2, Artificial Intelligence, will be published next month.



A Computer User's New Year's Resolutions

- I will look under my chair wheels for diskettes before rolling away from my desk!
- I will not turn up my stereo really loud, and then accidentally stick in a computer cassette.
- I will remember to save that long program I just typed in, *before* I try to run it.
- I won't put my ashtray on top of the disk drive vents.
- I won't keep my tape head demagnetizer in the same *room* as my diskettes.
- I will remember that using all of my strength on the joystick doesn't make the game play any better.
- I promise I will *never* say, "But it will increase my productivity!"
- Before turning up my monitor's brightness control, I'll see how thick the layer of dust is on the screen.
- I will read the instructions before I try to run a new program.
- I *will* make backups of my data disks.
- I will always turn my computer off before sticking in a new cartridge.
- Before complaining about a program at a user's group meeting, I'll make sure that it's author is out of earshot.
- Before cussing out the computer or the programmer when an input doesn't work, I'll look and see if my SHIFT/LOCK key is locked down.
- I will somehow try to keep the ratio of sleeves to diskettes somewhat equal.
- I will not use words like "hex", "dump", or "registers" in ordinary conversation - unless we're talking about witches, sanitary landfills or hot-air heating systems.
- I promise I won't set a can of pop on top of the disk drive.
- For that matter, this year I'll try not to spill anything on the disks either.
- I will remember how dumb it is to eat fried chicken while working at the keyboard.
- I will check my paper supply *before* I begin that really long printout.
- I will untangle my cables.
- I will turn down the volume when playing "World War III/Alien Armageddon Shoot-Out" at 3.00 am.
- Before I call a new BBS number, I'll call "voice" first to make sure it isn't really somebody's poor Aunt Harriet.
- I will keep the dog out of the computer room.

Melbourne Commodore Computer Club Inc.
MEMBERSHIP RENEWAL 1995
1st March 1995 to 28th February 1996

Name: _____

Address: _____ Postcode: _____

Telephone (Private) _____ (Business) _____

Other Family Members who will attend meetings (Please tick box if ghat member requires a membership card)

NAME _____ ( ) NAME _____ ( ) NAME _____ ( )
NAME _____ ( ) NAME _____ ( ) NAME _____ ( )

I enclose $ ____ being for a yearly family membership. Signed _____

FEES: $35 Family Membership - $30 if paid before 28th February 1995

Committee Use Only:		
Date Rec:	Cash/Cheque $	Membership Nos.

Use this form to ensure your benefits as a current member and to ensure you don't miss future editions of the newsletter.

Please answer the questions on the reverse to assist us in running your club.

Melbourne Commodore Computer Club Inc.
NOMINATION FORM
Annual Election of Committee 1995

I wish to nominate _____ for the position of _____

Nominator Name _____ Signature _____

Seconder Name _____ Signature _____

I _____ agree to my nomination for the position of _____

Signed _____

The following positions become vacant at the A.G.M. on 8th March 1995:

President	Secretary	Treasurer
Editor	Disk Librarian (C64/128)	Disk Librarian (Amiga)
Pedlar	Magazine Librarian	Publicity Officer
General Committee Members		

If you are interest in, or wish to nominate anyone for, any of the above positions, please complete the above form and hand it to the Secretary or any Committee Member.

Melbourne Commodore computer Club Inc.
Questionnaire

Please answer the following questions by circling your response or completing as necessary:

Computer(s) used: _____

Modem: Yes/No Printer: (type) _____

What is your computing experience?

Raw Beginner Intermediate Fairly Experienced Expert

What would you like to see demonstrated? (detail) _____

_____

_____

Would you be prepared to demonstrate equipment or software, or know of anyone who would? (detail) _____

_____

_____

Any other comments: _____

_____

THANK YOU FOR YOUR HELP

Dealer Directory

McGILLS AUTHORISED NEWSAGENCY 187 Elizabeth St., Melbourne (602-5566) COMPUTER BOOKS DISCOUNT 10%	**MEGATRON COMPUTER INDUSTRIES** 62 Charter St., Ringwood (870-4844) *All Commodore Computers Serviced* 10% DISCOUNT ON LABOUR CHARGE	**MAXWELL OFFICE EQUIPMENT** 162-164 Nicholson St., *Abbotsford (419-6811)* 10% DISCOUNT ON SOFTWARE
NOVO COMPUTER HARDWARE P.O.Box 237, Mayfield, NSW, 2304. (049-201102) MEMBER DISCOUNT		**M.V.B. COMPUTER SUPPLIES** 586 Dorset Rd., Croydon (725-6255) GOOD PRICES AND FRIENDLY ADVICE
COLLINS BOOKSELLERS 401 Swanston St., Melbourne 654-3144 COMPUTER BOOKS ONLY DISCOUNT 10%	**TECHNICAL BOOK AND MAGAZINE CO.** 295 Swanston St., Melbourne 663-3951 *Computer Books (not Magazines) and Selected Software* DISCOUNT 10%	**PRESTON ELECTRONIC COMPONENTS** 217 High St., Preston 484-0191 10% DISCOUNT
To obtain the stated discount you should produce your current club membership card.		

Melbourne Commodore Computer Club Inc.

If undeliverable return to:

P.O. Box 177,
BOX HILL, VIC. 3128.

Mr. R.J. Alphey,
439 Punt Road,
Richmond, 3121.

C LUB MEETING DATES FOR 1994/95

12th January, 1994.	9th February, 1994.	9th March, 1994.
13th April, 1994.	11th May, 1994.	8th June, 1994.
13th July, 1994.	10th August, 1994.	14th September, 1994.
12th October, 1994.	9th November, 1994.	14th December, 1994.
11th January, 1995	8th February, 1995.	8th March, 1995.

Please Note:
All club meetings are on the second Wednesday of each month in the Courtyard Room, Nunawading Civic Centre, Whitehorse Road, Nunawading. The meeting room is available between 7-11 p.m.